

ABSTRACT OF THE DISCLOSURE

A gaming device include a game having a plurality of selection groups and a final jackpot award. The game provides the player with a number of
5 picks with which the player uses to attempt to pick selections in the groups. The number of picks in one preferred embodiment is not enough to allow the player to pick once from every group. The game requires that one advance symbol must yield another advance symbol for the player to reach a jackpot
award. That is, the player has to pick an advance symbol from a first group
10 that yields automatically an advance symbol from a second group. The player then advances through the second group without consuming a second pick to a third group or to the jackpot award.